

REMARKS

This is in response to the Office Action dated August 28, 2002, in which the Examiner:

(a) objected to the drawings for not including:

- i. reference numeral 42 on page 8, line 23;
- ii. reference numeral 32 on page 9, line 4;
- iii. reference numeral 45 on page 9, line 14;
- iv. reference numeral 101 on page 11, line 29;
- v. reference numeral 105 on page 12, line 10;
- vi. reference numeral 102aa on page 13, line 9;
- vii. reference numeral 121 on page 14, line 14; and
- viii. using the numeral "69" has been used to designate both pins and sections; and

(b) rejected Claims 1-4, 18-25 and 29-61 anticipated by Adams (U.S.

5,882,261).

Based on the above amendments and following remarks, the application is deemed to be in condition for allowance and publication is therefore requested.

I. **THE PRIORITY OF THE U.S. APPLICATION SHOULD BE ACKNOWLEDGED**

Since the present application is a continuation-in-part of U.S.A. application Serial No. 09/856,869 filed on May 28, 2001, the priority herein should be acknowledged.

Applicants will submit any additional Declarations if requested.

II. **OBJECTION TO THE DRAWINGS SHOULD BE WITHDRAWN**

With regard to the Examiner's objection concerning the drawings, the following corrections to the specification have been made:

- a) from "42" to '43' on page 8 line 23;
- b) from "32" to '42' on page 9 line 4;
- c) from "45" to '54' on page 9 line 14; and
- d) from "102aa" to '102a' on page 13 line 9.

Also submitted with a Letter to the Official Draftsperson are Figures 14 and 15 with the necessary numerals added. Since the elements are clearly delineated in the specification and shown in the drawings, no new matter is raised by simply the insertion of the numerals.

In view thereof, the objection to the drawings should be withdrawn.

III. MINOR CHANGES TO THE ABSTRACT HAVE BEEN MADE

Minor changes to the Abstract have been made without affecting the scope of the invention.

IV. THE REJECTION IN VIEW OF THE REFERENCES SHOULD BE WITHDRAWN

The Examiner objects to claims 1-14, 18-25 and 29-61 as being anticipated by Adams (US 5,882,261). The main embodiment of Adams is described as a mechanical style pinball machine, combined with a spinning reel style slot machine, in which the score achieved in a pinball game provides a multiplier for multiplying the prize won on the spinning reel game (ie, a score of > 10,000 and < 20,000 provides a multiplier of 2 and scores above 20,000 provide a multiplier of 3 times the base game prize).

Adams also discloses an electronic version of the game in which the pinball game is displayed on a video display, and the spinning reel game can also be displayed on either the same or a different video display.

Adams however does not disclose, teach or otherwise suggest any interaction between the spinning reel and pinball games beyond the multiplier function discussed above.

Claims 15-17 and 26-28 are considered by the Examiner to be obvious in the light of Krise (US 5,788,230) when read with Adams. Krise however does not disclose, teach or otherwise suggest a video display but does disclose a hybrid game in which ball in a pinball game fall into cups marked with symbols similar to those that might be found on the reels of a spinning reel game.

The Examiner alleges that the combination of Krise and Adams show that a video game having the hybrid game characteristics would have been obvious. Please note however that Krise does not disclose or teach a hybrid game in the sense of a spinning reel game in combination with a pinball, but rather in the sense that the pinball game selects the symbols to be displayed on a winning line display. There is only one game provided in Krise, unlike the present invention.

The Examiner also relies upon Ugawa (US 5,836,819) which discloses a hybrid video game. In the Ugawa specification, a hybrid game is described in which the spinning reel game and the pinball game appear to be independent, each capable of providing prize-winning outcomes which are apparently added together. However, there appears to be no interaction between the outcomes of the two games such that a prize winning outcome is derived as a result of combining two non-prize winning sub game outcomes.

In view of the above, claim 1 as amended clearly distinguishes over Adams by reciting that the game comprises two sub-games played simultaneously and at least one

of the outcomes provided in the game results from the combination of outcomes in each of the sub games. This is not to have been disclosed in any of the prior art documents relied upon by the Examiner.

With regard to claim 15, it has been rewritten to depend on claim 1.

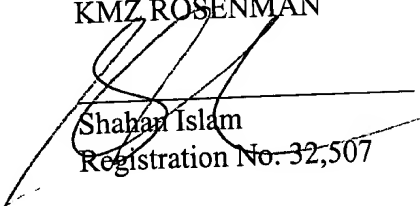
In view of the above, all claims are now allowable.

CONCLUSION

In view of the foregoing, it is respectfully submitted that the application is in condition for allowance and allowance of the application is respectfully requested.

Should the Examiner require or consider it advisable that the specification, claims and/or drawings be further amended or corrected in formal respects in order to place the case in condition for final allowance, then it is respectfully requested that such amendment or correction be carried out by Examiner's Amendment and the case passed to issue. Alternatively, should the Examiner feel that the personal discussion might be helpful in advancing this case to allowance, the Examiner is invited to telephone the undersigned.

Respectfully submitted,
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APPENDIX – SPECIFICATION, ABSTRACT AND CLAIMS IN “MARKED-UP”
FORM

AMENDED SPECIFICATION PARAGRAPHS

Please amend the paragraph at page 8, lines 23-29 of the specification as shown below:

As the balls 44 fall through the pins [42]43 and are collected in buckets 41, if each of the pins in the row 45 is hit (ie, by a different ball in this game, but in other games possibly by the same ball were rebounding and/or flippers are provided), a feature prize is awarded. A second feature is provided if all balls hit a particular pin 46. A third feature is provided if all balls fall into a single bucket 47. A fourth feature 48 is awarded if at least one ball falls into each bucket 41.

Please amend paragraph at page 9, lines 3-7 29 of the specification as shown below:

Figure 6 illustrates a basic game screen layout without additional game features. It should be noted that the different prize rows [32]42 under the buckets could be awarded for different numbers of balls, different types of balls (eg. shape, colour) or different ball combinations landing in the buckets; or even different ball drop patterns or similar.

Please amend the paragraph at page 3, lines 8-23 29 of the specification as shown below:

Figure 7 illustrates a game screen layout with a set of preferred features. In this embodiment the number of balls 44 dropped is dependent upon the number of credits staked (for example 1 credit buys 10 balls). A series of holes 52 are located amongst the pins such that if a ball passes over that point it will disappear from the screen. Balls that manage to avoid all of the holes 52 will either drop into a bucket 41 or through the chocolate wheel 51 at the bottom of the display. The balls 44 are in 3 different colours (randomly selected) 53, [45] 54, 55 and prizes are paid at the end of the ball drop according to the colour of any balls that made it to a bucket 41. In the case of the chocolate wheel 51, prizes are awarded for each ball that drops through the chocolate wheel, causing the chocolate wheel to spin. The prize paid for the chocolate wheel is dependent upon the position in which the wheel stops. A feature is also included where one of the rows 56 below the holes contains pins that become lit when they are hit. If 3 or more pins become lit in one game then 10 free games are awarded during which all of the holes are replaced by pins (hence guaranteeing a prize for each ball).

Please amend paragraph at page 13, lines 3-10 29 of the specification as shown below:

The player may also bet more than one credit per bucket in which case the prizes will be multiplied by the number of credits bet per bucket. For example if the player bets 3 credits on 2 buckets (ie a total of 6 credits) then all prizes will be tripled and only the features from buckets 1 and 2 will be available to be won in the game. In practice this bet is achieved by selecting the number of buckets and the amount to be bet per bucket. The reel strips on the rotatable reels [102aa] 102a, 102b, 102c, (ie the sets of

symbols 103 on the reels) may also differ from game to game depending upon the number of buckets bought.

AMENDED ABSTRACT:

ABSTRACT OF THE DISCLOSURE

An electronic gaming console is illustrated having a console cabinet 10 including a prize display 12, a coin entry slot 13, a payout tray 14 and internally mounted game control processor circuits. A video game is provided for play on the console in which images of spinning reels spin and objects (balls) are dropped through a series of obstacles (pins) and eventually [fill] land in one or more of a [number] set of containers. Prizes are paid according to either the state of the reels after spinning or the number of balls which are in each container at the end of the ball drop and/or the manner in which the pins are hit

AMENDED CLAIMS:

1. (amended) An electronic gaming console having credit means, reward means, game control means, display means, and player input controls, the control means being responsive to the credit means and the player input controls to play a game which is displayed on the display means and if a winning event occurs, a player reward is awarded by the reward means, the gaming console being characterised in that, the game provides a video display, for displaying a game image of a hybrid game comprising two different sub-games played simultaneously wherein;

a first of the sub-games provides a game image displayed on the video display, the game image comprising images of one or more rotatable reels of a spinning reel game [wherein the player input controls allows the player to initiate the motion of reel images on the display, player rewards being awarded on the occurrence of an event where one or more ball images come to rest in predetermined prize location]; and

the [a] second of the sub-games provides a game image displayed on the [a] video display, the game image comprising a labyrinth of pins or pins and holes of a pin and ball game,

wherein, the player input controls allow the player to initiate the motion of the one or more rotatable reels of the first sub-game and one or more ball images of the second sub-game on the display, player rewards being awarded on the occurrence of an event where one or more the reel and one or more ball images come to rest in predetermined prize winning locations, the spinning reel and pin and ball sub-games

each potentially contributing to a single game outcome which depends on outcomes of each of the sub-games and player rewards awarded to the player as a result of the combined game outcome are awarded as a result of events of the first and second sub-games and/or combinations of these events, and at least one of the game [outcome] outcomes that results in a player award [comprising] comprises a combination of a first event in the first sub-game and a second event in the second sub-game [,neither the first or second events, when they individually occur, result in a reward being awarded].

5. (amended) The gaming console as claimed in claim [4]2, wherein the spinning reel game comprises a plurality of reels each carrying a plurality of symbols located sequentially around its circumference, such that when the reels spin and stops a result is defined by a outcome line of symbols formed by one symbol from each reel which is in a predetermined stopping position of the respective reel, prize winning combinations of symbols being predefined and a prize being awarded if one of the prize winning combinations occurs on the outcome line.

15. (amended) The gaming console as claimed in claim 1, wherein an outcome of a main game awards the player with a bonus game [A] [An electronic gaming console having credit means, reward means, game control means, display means, and player input controls, the control means being responsive to the credit means and the player input control to play a game which is displayed on the display means and if a winning event occurs, a player reward is awarded by the reward means, the gaming console being] characterised in that the bonus game [provides a video display, for displaying] displays a game image of [a] the bonus game on the video display, the game image

comprising, one or more targets in a game field and the player input controls allow the player to initiate the motion of one or more ball images on the display, player rewards being awarded when the ball images come to rest in or pass through predetermined prize winning target positions.

[29]30. (amended) The gaming console as claimed in claim 24, wherein, the number of containers provided is related to the number of credits bet.

[30]31. (amended) The gaming console as claimed in claim [29]30, wherein the prize winning locations comprise containers and one or more container are associated with a bonus feature whereby the feature is awarded if a ball lands in a container.

[31]32. (amended) The gaming console as claimed in any one of claims 30, wherein the feature is awarded if container or containers are filled in a pre-determined way.

[32]33. (amended) The gaming console as claimed in claim [31]32, wherein the bonus feature is awarded if a predetermined number of balls are caught in a predetermined set of one or more containers.

[33]34. (amended) The gaming console as claimed in claim 5, wherein if the ball arrives in a predetermined position the outcome of the spinning reel game is modified by awarding a further prize in addition to the prize associated with the outcome combination.

[34]35. (amended) The gaming console as claimed in claim 5, wherein if the ball arrives in a predetermined position, the outcome of the spinning reel game is modified

by awarding a bonus game, and if the bonus game achieves a prize winning result, a bonus prize is awarded which is determined by the result of the bonus game in addition to the prize associated with the outcome combination.

[35] 36. (amended) The gaming console as claimed in claim 1, wherein a further type of game is incorporated into the base game.

[36] 37. (amended) The gaming console as claimed in claim [35]36, wherein the further game is provided as a feature game associated with the base game.

[37] 38. (amended) The gaming console as claimed in claim [36]37, wherein the feature game is a second screen animation.

[38] 39. (amended) The gaming console as claimed in claim [36]37, wherein the feature game is a chocolate wheel game.

[39] 40. (amended) The gaming console as claimed in claim [36]37, wherein the feature game is awarded from the base game in response to a predetermined trigger.

[40] 41. (amended) The gaming console as claimed in claim [36]37, wherein the feature game is a chocolate wheel which replaces a prize container such that where as a ball drops through the chocolate wheel, it will spin and pay the prize that is spun up.

[41] 42. (amended) The gaming console as claimed in claim [36]37, wherein the feature game is a spinning reel game.

[42] 43. (amended) The gaming console as claimed in claim [36]37, wherein the feature game is a keno game.

[43] 44. (amended) The gaming console as claimed in claim [36]37, wherein the feature game is a bingo game.

[44] 45. (amended) The gaming console as claimed in claim [36]37, wherein the feature game is a card game.

[45] 46. (amended) The gaming console as claimed in claim [36]37, wherein the feature game triggers another base game feature.

[46] 47. (amended) The gaming console as claimed in claim [36]37, wherein the feature game is played in conjunction with the base game.

[47] 48. (amended) The gaming console as claimed in claim [36]37, wherein the feature game is a spinning reel game and is played in conjunction with the base game such that reels spin and then balls drop in accordance with the outcome of the spinning reels, for every game played.

[48]49. (amended) The gaming console as claimed in claim [36]37, wherein the feature game is an independent game and where a predetermined trigger condition or award causes the feature game to run, and if a winning condition is achieved in the feature game, the feature game reveals a bonus condition.

[49]50. (amended) The gaming console as claimed in claim [48]49, wherein the bonus condition is an award of a prize.

[50]51. (amended) The gaming console as claimed in claim [48]49, wherein the bonus condition is a win multiplier which multiplies a prize already won.

[51]52. (amended) The gaming console as claimed in claim [48]49, wherein the bonus condition is a number of free games.

[52]53. (amended) The gaming console as claimed in claim [48]49, wherein the bonus condition is the awarding of one or more extra balls to drop in the base game.

[53]54. (amended) The gaming console as claimed in claim [48]49, wherein the bonus condition causes a change in the game structure for future games.

[54]55. (amended) The gaming console as claimed in claim [48]49, wherein the trigger condition to run the feature game is achieved by the collection of one or more balls in a predetermined container.

[55]56. (amended) The gaming console as claimed in claim 1, wherein a chocolate wheel is activated by a ball or other means to provide a multiplier, bonus or trigger determined by the stopping position of the wheel.

[56]57. (amended) The gaming console as claimed in claim [55]56, wherein the chocolate wheel is divided into a plurality of wheel segments with one symbol or prize indicia indicated or displayed in each segment.

[57]58. (amended) The gaming console as claimed in claim [56]57, wherein new prize indicia or symbols are selected and displayed on the respective wheel segments at the commencement of each main game.

[58]59. (amended) The gaming console as claimed in claim [56]57, wherein a central portion of the chocolate wheel which carries the symbols or prize indicia remains

stationary and indicators, around the periphery of the wheel indicate rotation and a final stopping position.

[59]60. The gaming console as claimed in claim [58]59, wherein a series of virtual lights are provided around the wheel image such that rotation is indicated by lighting the lights in sequence such that the illuminated lights change in a rotating pattern, and after rotation of the pattern stops, a light is left illuminated adjacent to one wheel segment to indicate the prize indicia or symbol carried on that segment as the selected symbol or prize.

[60]61. (amended) The gaming console as claimed in claim 5, wherein the game is played with a single ball.